

## Implement a Deep Convolutional GAN to generate complex color image.

### Aim:-

To implement a Deep Convolutional GAN that generates complex looking color image and to evaluate generated image via a simple classifier producing a classification.

### Objective:-

- 1) Implement a light weight Deep Convolutional GAN.
- 2) Create a Simple Colored - Shaped dataset (32x32 RGB).
- 3) Train the GAN and plot training losses.
- 4) Generate images samples and save on image.
- 5) Observe and report findings.

### Pseudocode :-

1) Build a Synthetic RGB dataset (colourshape) that produces colored shapes or 32x32.

2) Deep Convolutional GAN.

- Generate :- ConvTrans pose layer  $\rightarrow$  Batch norm.

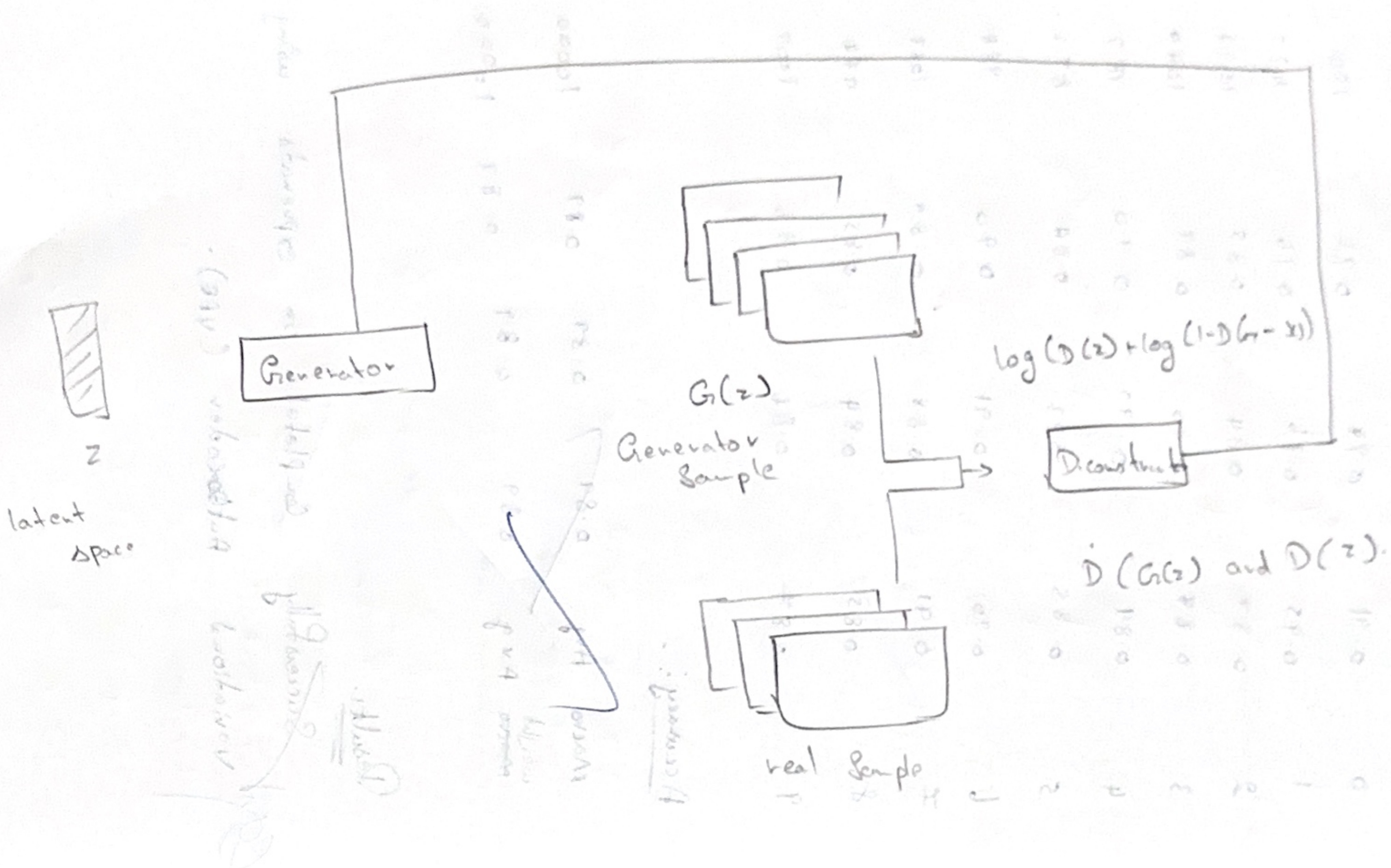
Rank ; Output  $32 \times 32 \times 3$ .

3) Train loop:-

- For each batch:-

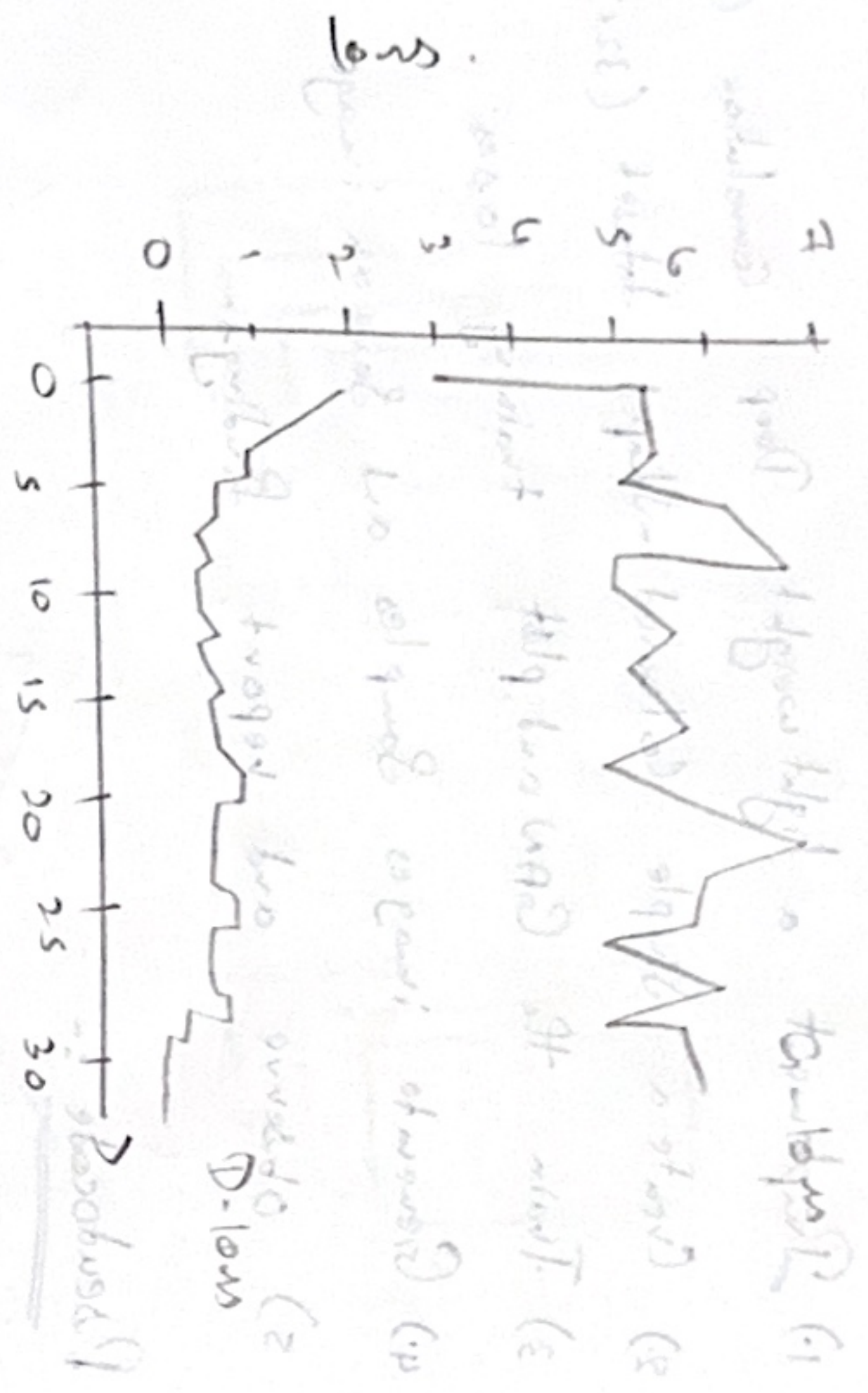
- update Discriminator or real batch (label=1) and take batch (label=0).
- Update Generator to fool Discriminator = 1 for generated outputs.

- Collect loss...





1. Loss of GAN is minimizing the loss of generator and discriminator.  
 2. GAN is not a single model.  
 3. GAN is not a single model.



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5. GAN is not a single model.

6. GAN is not a single model.

7. GAN is not a single model.

- 4) After training:-
  - Generate a grid of samples from fixed noise vectors.
  - Build evaluation set:  $N$  real images +  $N$ .
  - Train a small CNN classifier on real vs fake.
  - Compute classification report.

### Observation:-

- Observation 1 (Training):- Generator and discriminator losses stable in sample quality comes balanced updates.
- Observation 2 (Samples):- After training, generated images colored shaped similar to the dataset but may show artifacts.

### Result:-

The implemented DCGAN successfully generated color images.